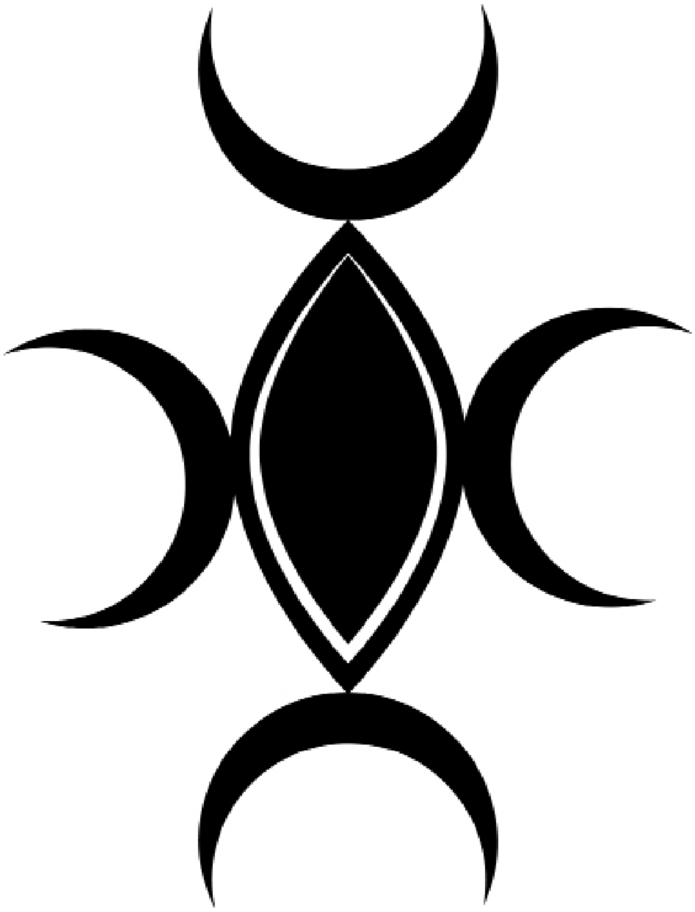
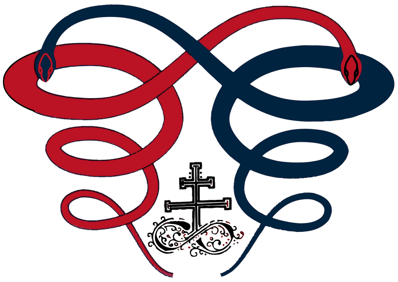
The 13 Gates to the Realms of the Dark Goddess



Daemon Barzai

-Black Edition-



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2020

The 13 Gates to the Realms of the Dark Goddess

By Daemon Barzai

Black Edition

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ISBN: 9798662906150

Imprint: Independently published

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-Introduction-

The 13 Gates to the Realms of the Dark Goddess is a book on astral/stellar and dream explorations, a practical work for those interested in touring and exploring the spaces ruled by the Great Dark Mother, the one with different facets and names, found in all the mythologies of the world. This is not a book on mythology or history, but a ritual book that was written for active magicians and practitioners.

This book is inspired by my practices and my explorations of the Dark Goddess. Each sigil was received long ago while conducting an extensive exploration of Lilith's Masks. Back then, the one who revealed the portals to me was Qalilitu: The Mermaid of the Astral Waters. The possibility of a new exploration emerged from this project, one entirely focused on astral/stellar and dream magic.

The archetype of the Dark Goddess has been manifested from time immemorial in all the mythologies and beliefs of the world. Thus, his energy and power are manifested in Hecate the supreme queen of witches, crossroads and the moon, in Lilith the mother of demons, the lady of Sitra Ahra, in Kali the lady of time and destruction, in Tiamat the Dragon Goddess of Primal Void and Primal Chaos, in Naamah, Morrigan, Shub-Niggurath, Hela, Ereshkigal, Medusa, among many, many others. She is one and many at the same time, since as an archetype she is a primordial figure who is rooted in the collective unconscious of humanity,

but whose individual manifestation is something unique, which materializes differently both mythologically and for each magician. Different functions and roles are attributed to each of them, although several elements are common to all of them. The Dark Goddess is linked to the Moon, but also Saturn, this speaks of their nature and dual power, since they are mothers and protectors but they are also the grave, they are life and death. They are related to intuition, with the night, with magic, with mysteries, with divination, the unconscious, empowerment, passion, and freedom.

In each chapter of this book, you will find a different door, each one will lead you to a kingdom that you must explore in depth before moving on to the next one. For each kingdom, I have written an introduction of what you can find there, the possible manifestations of the Goddess, as well as the possible lessons and skills that you can acquire. The exploration of each space I have divided into two parts, the first will be a pathworking or guided meditation, and the second will be a dream ritual, which will allow you to continue your explorations in the world of dreams. In addition to this, you will find an opening ritual for the doors, a call to the world of dreams, and at the end of the book you will find the "Ritual of the 13 Doors" which is a ceremony of invocation of all the guardians, this ritual is intended to function in part as a conclusion to the journey, and in turn as a rite of passage in which we open ourselves to the Lunar/Saturnine current of the Goddess, becoming ourselves bearers of her gnosis and power.

As I always say in all my books, the experiences are unique, individual and each one of us finds in the journey that which serves us for our progress. Here there are no wrong or right experiences, while we do this sincerely and open ourselves to the gnosis of the Dark Goddess, we can discover wonderful worlds, making trips beyond this reality, where we will return empowered, full of information and knowledge that it will serve in our progress on the path of self-initiation.

May the Dark Goddess guide you on this journey.
Fiat Nox.
Daemon Barzai.
2019.

-Methods of Work-

While this is not an entire beginner's book, anyone with a genuine interest in female spirituality and the Dark Goddess will be able to put into practice what is written here. However, before I would like to give a small explanation of the different working methodologies that exist for these explorations.

The first thing I would like to mention is that here I chose the methods that have been most efficient for these explorations. However, there can always be new ways, it may be that during your rituals other avenues of exploration will be revealed to you, so I encourage you to try them out and develop your working methods.

Defining the astral plane is complex and can take an entire book, since there are many theories and ideas, although it is not necessary to define this plane. However, I would like to give a little understanding of what the astral plane is to me and how to access it.

The astral plane is a space beyond the physical plane or matter, it is more subtle, and every human being, consciously or unconsciously, has access to it. Sooner or later we all walk there. Some of us know it and others do not. On the astral plane the laws of time, physics, space as we know them are not fulfilled, the astral plane is infinite, it is not measurable, and we could spend all our life traveling through these spaces and we would never finish mapping it.

Here everything is possible, from the smallest to the largest, this is where spells take shape and then return to the physical plane to manifest, this is where the shadows of the deceased inhabit, and where necromantic rituals are manifested. The astral plane is so vast that it can be perceived as a fairy tale or land of nightmares. It is because there are so many different kingdoms and worlds, each space has its rules, guardians, spirits, gods, demons, etc. Therefore, to explore the astral one must have an open mind.

The second important issue is the fact that the astral plane is accessed through active imagination, through visualization. Therefore, the more development we have of the imagination/ visualization, the greater the experiences, and the more lived they will be the same. It is important not to confuse the trip or astral projection with the extracorporeal experiences where we momentarily leave our physical body and see the material world that surrounds us from the subtle body, this is another experience and it is related to something else. In the astral journey, we project our consciousness to our astral body and through it, we will be able to travel through these spaces, the experience is usually internal, seen with the mind's eye, and although we may lose total awareness of our body and completely immerse ourselves in what we will be living, it is not that we will leave the physical body as if it happens with the extracorporeal experiences.

For the exploration of each of the doors, it is possible to start with a call to the Dark Goddess, this ritual will allow you to tune into the subtle energies of the Other Side, while your perception will increase, clearing your ritual space, leaving everything thus ready for the exploration itself.

In each of the doors, you will find a pathworking or guided meditation, which step by step will allow you to explore the different regions. The idea of these pathworkings is that they are a trigger that allows you to later flow with the experience, that it comes to life and takes you where you have to go.

That is why all endings are open. Also, you will find a dream ritual, it is designed so that you can continue with your journey in the world of dreams. This can be done after your meditations or as a separate ritual at another time, the choice is yours.

The use of blood is present at the opening of each of the doors, although it is not an obligation, it is recommended, blood is a very powerful element, which can open not only the doors of your perception but also that which awaits from the Other Side. Here too the blood functions as sacrifice and devotion, it is an exchange of energies, one gives something to receive something, in this case, the gnosis and the power that awaits behind each door.

Finally, there is the “Ritual of the 13 Doors” which is a rite of invocation to the Dark Goddesses and its multiple forms that it assumes in the form of guardians, it is a rite of passage, which will allow us to transform ourselves into a channel of the divinity, die and be reborn in the Dark Womb of the Great Mother.

Without further ado, let’s travel to the Realms of the Dark Goddess...

-The Opening of the Gates-

The following is an opening ritual, which will allow you before each exploration to invite the Dark Goddess to manifest in your physical temple as well as in your mind. This has a double function, on the one hand, to prepare the work environment so that the energies that manifest are desired, and on the other, to expand your capacities, so that your trip is much more powerful.

The rituals should be carried out during the afternoon/night, and if possible during the Full/New Moon, which is when the power of the Goddess is greatest. Also in the hours and days of Saturn, however, this is only a suggestion.

The decoration of your altar is at your free choice. However, I recommend that you have fresh water in your chalice, this is a natural conductor for the energies of the astral plane. At least you will need two candles to light up your ritual space, red, black, silver are the natural choices. You can also accompany your trip with some incense that you like and music, as long as this last element does not distract you from what you intend to do.

If you have decided to use some of your blood in rituals, have a sterile needle on hand, with a simple prick and a few drops of your blood is more than enough. You don't need to get hurt or suffer, as this is not part of the ritual and it is not necessary at all.

Finally, you must have the sigil of the door to be explored, you can draw, paint, print, trace, or use the method that is most comfortable for you. The important thing is that it is large enough so that you can focus your attention on it and that it does not cause discomfort or distraction.

Decorate your altar, light the candles and incense, relax your mind and body, and when you feel ready to start, hold up your dagger and say the following words:

In Nomine Nox!

Great and powerful Dark Mother, today I am before the portals to your kingdoms, I (magic name) ask you to guide me on my journey through your lands. Do not let me get lost in the endless mazes of your kingdoms, be conducive, and allow me to acquire your gnosis.

Take my spirit further, to the Other Side, to the forbidden temples of ancestral rites where the spirit is released and the spark of the internal divinity is ignited.

Light my steps on this journey, be my torch in the darkness of your kingdoms, reveal your secrets to me, allow me to return empowered and with knowledge.

So be it!

After reciting these words, spill some of your blood on the portal to be explored, visualizing how the Dark Goddess envelops you with energy and power, while the door comes to life, and opens for you. Then put yourself in a comfortable position and start the corresponding pathworking. When the journey is over, just thank the Goddess for the experience, and slowly return to your normal consciousness. Do not forget to keep a record of everything you have experienced during your trip.

The First Gate

-The Realms of Primordial Night-

The journey through the Realms of the Dark Goddess begins with the opening of the first door, a space guarded by a mysterious female figure, white, thin, semi-naked, with very sharp teeth and completely black eyes. She has tentacles that twist and move all the time instead of hair. In the first encounters, she usually carries a silver chalice with her, which contains a violet-colored substance and is usually toxic. This poison, when ingested astrally, opens the doors of perception, allowing the magician to see beyond material reality and thus be able to perceive the Other Side.

Behind the first door, you will find the Primordial Night and the Blackness of the Void. A space that can confuse when it is first visited, but which in turn offers endless possibilities. It is only a matter of keeping your mind open, trusting your astral senses, and taking your time to adjust your mind to this region, which although confusing at first, when we understand how to move around it, everything becomes natural and simple.

In this kingdom, it is possible to learn about the primordial worship of the Goddess, the one who is secretly done in dark and forgotten forests. Visions of stone monoliths with strange symbols, priestesses with blind eyes or without eyes, wicked dances, canticles and litanies, blood sacrifices, ecstasy,

and elevation rituals are elements that will be present on this first trip.

Here it is possible to learn the primordial art, the black rituals that are carried out within the earth, here emanates the power of the Goddess in her wildest and most untamed aspect, she appears as the Horned Goddess, just as Shub-Niggurath might appear. The blockages, inhibitions, and other elements that prevent the elevation of the spirit are broken here.

The purpose of the journey through this first kingdom is to transcend worldly vision, learning to see with the mind's eye. Here you learn to find or create cracks in reality, which will allow us to access the Other Side. In turn, it is possible to learn about the ancient rites of dark witchcraft, those that are only seen as superstitions or myths, but that is actually carried out not here, in the material plane, but the astral.

For the following meditation, you must have the sigil of the First Door, it will be your focus for this ritual. A room only lit by two candles, red, black or silver is a natural choice for this work, a needle to spill some of your blood on the symbol, some incense, and any other element you want to add.

Start by relaxing your mind and body and put yourself in a comfortable position. When you are ready, raise your dagger and recite "The Opening of the Gates" immediately after, spill some of your blood on the sigil, visualize how it is charged with your vital energy, feel how the Dark Goddess absorbs it as she charges you with her energy. Observe the symbol for a few moments, meditate on it, allow it to completely invade your mind. When this has happened, close your eyes and start with the following visualization:

Observe how your mind is filthy by the symbol of the first door, it gets bigger and bigger, to the point that without any problem you can cross through it.

You do it and after a few moments you are surrounded by huge and impenetrable darkness, there is no up or down, it is total emptiness, it is the blackness of the original night and finds you immersed in it. Meditate for a moment on this, on what produces you, on what you feel. After a few moments, you notice a silvery glow in the dark, you approach it, you see female hands, its nails are long, like claws, the rest of the body blends with the blackness and you cannot distinguish what it is. Without saying a word, she invites you to take the chalice and drink its contents. It contains a violet liquid, it seems toxic and its smell is strong and unpleasant. However, this does not impede moving on, and you drink the liquid in one go. You feel the poison enter your body, burn, this sensation of extreme heat rises to your third eye. The skin of your brow is torn, and your third eye is fully opened. You're still in the dark. Now it seems to be a cave, the walls are black and covered with a slimy substance. You start to hear the voice of a woman who murmurs your name, listens to her voice, and sees where she is. After a few moments, you see a narrow exit, the one shaped like a jagged vagina. You leave the cavern covered in this gelatinous and black substance. Now you are in an old forest, it is a liminal time, it is not day or night, it is a disorienting sensation, but after a few moments, you get used to it. You look around and notice the immensity of the place, it seems to have no beginning or end. You notice strange monoliths with ancient runes engraved on them, stone altars, and other caverns and entrances. You take a few steps and a mysterious woman comes out of one of the caverns, she is thin, with skin white as milk, she has long nails, instead of hair, she has writhing tentacles, her eyes are black as night. Come to her and ask her to guide you in these lands, to show you what you have to see, to teach you her powers and those of this space.

From now on, the experience must continue naturally and you should be able to flow with what you see. Each initiate has a different time for each exploration and this can take you days, weeks, months, years, it depends on each one, and when one wants to deepen the experience.

After your trip, always give thanks for the experiences, and do not forget to keep a record of what you have experienced.

-Dream ritual with the first gate-

Oneiric rituals work when we are in a liminal state, that is, a deep state of relaxation of the body, but with the conscious mind. To achieve success in this there is only one path that is practice, there are no shortcuts, just work hard and keep insisting until you get the desired result.

I recommend that you do this ritual during the afternoon/night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the first door close at hand, relax your mind and body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Guardian of the first door, whose name is unknown to man, you who guide me through the forgotten kingdoms, through the secret temples, where the power of magic lives, I ask you to be my guide once again, come to me and help me on this new journey that I am going to undertake.

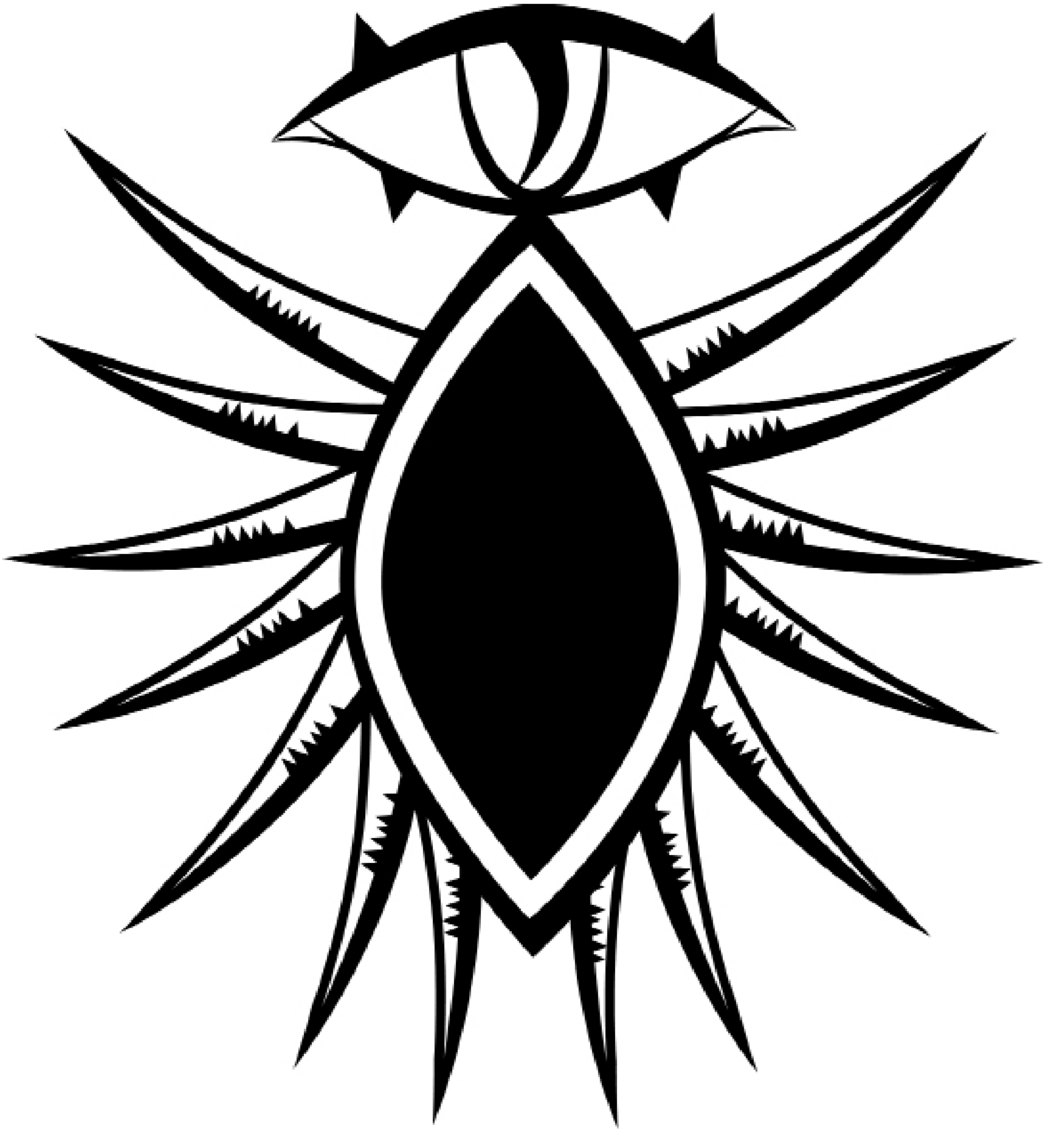
Mighty creature, do not let sleep fall on my eyes, let me see beyond the veil of Hypnos.

Let me once again penetrate the Primordial Night, and uncover the mysteries of the Other Side of this door.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the first kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.



-The gate to the Realms of the Primal Night-

-The Lady of the Primal Night-

The Second Gate

-The Realms of Time-

Behind the second door are three guardians, who have exceptional power, they are the Ladies of Time. Each one represents a stage of time and magic, past, present, and future. The first of the guardians is a mysterious woman, dressed in Egyptian type clothes, her hair is from the same era, her eyes are white, and she is wearing a ritual dagger. She teaches the power of blood to open the portals of time, in turn, from her hand we travel to ancient times, and she can show us the power of the magic of those times, of forgotten rites related to life and death, advanced forms of necromancy, and how to spiritually transcend death. Its energies are icy and mortuary, and it is common that after traveling with it, feel a sense of anguish, sadness, or melancholy, which can last a series of days.

The second guardian reminds us of the legendary Medusa, a beautiful and seductive woman with snake hair. She is extremely seductive and teaches the here and now, and how to control the daily events of our lives. She grants the power to "enchant" through the gaze, and the manipulation of reality. In turn, it teaches how to use the power of the astral poison both to destroy the illusion and to attack our enemies, which in turn gives us the gift of shapeshifting, where we transform into a snake which will allow us to travel to other realities or remain invisible, which can be used to spy astral or astrally go unnoticed by our enemies.

The third guardian that appears in this kingdom is the harpy, an old woman, with a deep and penetrating gaze, who wears a black robe and reminds us of the classic witch from fairy tales. She represents the future and multiple opportunities. It grants the gift of vision and the oracle, allowing the initiate to awaken his powers of clairvoyance, an element that will allow him to have guidance and clarity both for himself and for others.

Exploring this realm gives us the chance to understand our inner world more deeply, destroying the barriers that prevent us from reaching the clarity we need. In turn, here we can understand how to manipulate our daily reality and generate elements that favor us, so we will be able to understand time, and become an oracle, acquiring the gift of "vision."

I have divided the pathworking of this exploration into three days, which must be carried out without interruptions. In each day each of the aspects of the Goddess will guide us and teach her gnosis. However, if one day alone for each aspect was not enough, you can extend it as long as you consider necessary, just listen to your intuition.

Perform the ritual during the afternoon/night, in periods of Full or New Moon, light some candles on your altar, red, black or silver, and have the sigil of the second door close at hand. If you decide to spill some of your blood on the sigil, have a needle handy for this. After opening the doors, put yourself in a comfortable position, relax your mind and body, focus your attention on the symbol for a while, and when you feel ready, start with the following visualization:

-Day 1-

It is night and you find yourself before the ruins of old stone construction. There is a huge archway, the whole place has strange electrical energy.

After a few moments, a mysterious woman appears behind you, she seems from another era, her hair is dark, she has Egyptian clothes, and her eyes are white, in one of her hands she carries a sharp dagger. She explains that to pass through time and learn from arcane rites, it is necessary to open the door with your blood. You extend your hand and she cuts you with her knife. Blood falls to the ground, the arcade lights up, and a vortex begins to form, a door to the Other Side, to other times, to forgotten temples of magic and power, where rites of necromancy were performed and they were known the secrets of death. She crosses first, inviting you to follow her, you cross with her on the Other Side...

Henceforth, the journey must continue naturally and spontaneously, allowing her to show you and guide you in these necromantic temples. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Day 2-

Once again your journey begins in the ruins, although this time, the whole place seems to be surrounded by a strange, toxic green mist. Among the mist, the image of a woman can be distinguished. You approach her, and she is young, seductive, wearing snake hair, and reminding you of the legendary Medusa. The closer you get to her, her image is clearer, which is no longer a seductive woman but has the shape of a snake woman. She marks your forehead, at the height of the third eye, the one that begins to burn, opens and you see clearly that behind the arcade there is a ladder that descends towards the serpent lair. She accompanies you on your descent, revealing the secrets that this place has...

Henceforth, the journey must continue naturally and spontaneously, allowing her to show you and guide the serpent's lair. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Day 3-

You are in the ruins of this space, primordial energy is felt, an old woman awaits you, she seems to be thousands of years old, she dresses in black, with a robe with which you barely distinguish her face. You get close to her and she reminds you of the witches in fairy tales. With a gesture, a portal opens in the arcade, invites you to go through it. Now you are in a cave, and the middle of it is a huge cauldron with a strange black liquid. She invites you to watch it, while the old woman recites some strange words. Images begin to appear in the black liquid...

From now on, the journey must continue naturally and spontaneously, allowing her to show you and guide you in the vision of the cauldron. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the second gate-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the first door close at hand, relax your mind and body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Ladies of time, past, present, and future, today I am before your kingdoms in search of their knowledge.

Goddess of antiquity, of ancient times, of the forbidden rites of death and resurrection, come and draw the veil, let me travel with you to the ancient temples.

Ophidic goddess, queen of snakes, mortal seductress, who enchants with her gaze and poisons reality, allowing to see beyond the veil, come to me, be my guide on this journey of dreams and waking, and teach me your gnosis.

Ancient harpy, ageless lady, the one who is older than humanity, who grants the gift of vision, reveal your mysteries to me, show me how to use your oracles, allow my spirit to go through time, let me become a visionary. I will be able to see what remains hidden.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the second kingdom symbol. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.

-The gate to the Realms of Time-

-The Queens of Time-

The Third Gate

-The Realm of the Black Waters-

After exploring the third gate to the kingdoms of the Dark Goddess, we find an aquatic world, the kingdom of the Black Waters. There they govern feminine beings with different shapes, who are women from the torso up, but downwards they have fish tails, tentacles, or other animal anatomies.

For the most part, the guardian who will guide us in these kingdoms takes the form of a woman, her torso is human, she is naked, she has no hair and her features are somewhat demonic. From the waist down it has a fishtail, it is usually shiny black and carries a trident with her.

This is usually a somewhat chaotic and changing kingdom, so the scenario will not always be the same. However, despite this, it is always underwater. The constant change responds to the aquatic nature of the place, and there will always be something new to see or learn.

Here the traveler can learn the power of water, an element associated with the feminine, with mysteries, with intuition, with divination, on the astral plane, with life and death. The water element is extremely rich and full of possible associations. In this kingdom, the guardian teaches us how to achieve the shapeshifting, so that we can submerge ourselves and swim in these abysmal waters.

This element can be used practically in various ways, in evocation rituals, where we will use water as a means of communication, we can use water to purify a space or a person, although it can also be used for hex purposes, where we will employ this element in its most corrupt state, thus using the power of putrefaction.

Working with this kingdom and its energies usually produce in the magician a deep state of introspective observation, it is common to feel the need to produce changes, purify what is not useful, observe more within ourselves, as well as work with emotional aspects.

Perform this meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill your blood on the symbol. When you're ready to start, relax your body and mind, perform the door opening ritual, spill some of your blood on the sigil, and then start with the following visualization:

You are in the ruins of an ancient temple, it is a dark and gloomy, there is a very powerful energy in the place. You stop for a few moments before the statue of a woman with a naked torso, it looks like a mermaid, who has snake hair. Behind you notice a stone staircase that leads you down. Take a torch from the wall and go down. Once you reach the end, you are before a large black stone chamber, and in the middle of the room is a pit with small stairs. The pit has black water and its smell is putrid. You feel the desire to enter it. A voice whispers to you saying you must enter naked. You do it, and you are dragged into the depths of this aquatic space. There you see different women with naked torsos, but from the waist down they have different shapes, some have sea snake shapes, others have tentacles, and other fishtails. You swim towards a circle made up of black columns, and there waits for you who will be your guide on this journey: a woman without hair, with demonic features, carries a trident in her hand, and has a fishtail.

Let her guide you and teach you what you must learn here...

From now on, the journey must continue naturally and spontaneously, allowing her to show you and guide you in these aquatic spaces. When you return from your trip, don't forget to write down all your experiences and thank them after the ritual.

-Dream ritual with the third gate-

I recommend that you do this ritual during the afternoon/night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the third door close at hand, relax your mind and body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Let the black waters stir once more, making way for the arrival of the creatures that live there.

May these kingdoms lead me in the world of dreams to find the forgotten secrets of ancient lost civilizations, of rites of sinister magic, of spaces forgotten by man.

Creatures of water, the lady of the depths, open with your trident the portals to your kingdoms and let me immerse myself in them.

Let me return empowered and filled with your abysmal gnosis.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the third kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.

-The gate to the Realms of the Black Waters-

-The Guardian of the Black Waters-

The Fourth Gate

-The Kingdom of Earth Spirits-

The experience that awaits behind the fourth gate is demanding on an energy level and requires you to perform constant exercises to strengthen your aura, otherwise, you will be fatigued and exhausted during and after your trips. This portal has an intimate relationship with the necromantic rituals, with the contact with the ghosts, and with the spirits that remain, in one way or another, connected with this plane of reality. Thus, the guardian of this place is the one who can teach and guide you in the process of working with these entities.

Learning to perceive the world of the dead, control their energies and work with them is usually a somewhat invasive process for many because although they have quick results and the effects are seen in a very short time, it is also true that the Other Side mixes too much with our reality, which becomes a constant invasion of your world, and our personal space. This is part of the “collateral” effects of necromancy in general, but particularly when we work with the shadows of the deceased. It is important to keep this in mind, especially if you have not previously worked with necromancy.

The spirits of this kingdom are those who are connected with the material plane, therefore they feed on the emotions of men, as well as their energies.

It is the Goddess who will teach us how to see through the veil, how to find places on our plane to interact with them, we can also learn formulas to work with them, offerings and different ways of working with these forces.

The possibilities of working with these energies are endless, most of them can be commissions that have to do with worldly matters, although it is also possible to summon these ghosts in search of information, something similar to the use of an oracle. Keep in mind that they do not work for free and although it is the Goddess who can guide you in the process, you must know that they will always ask for something in exchange for their services, and you must maintain a relationship of balance, respect and above all, pay once we have got what we want.

The Goddess in this kingdom is manifested as a young woman, with long hair, speaks slowly, and usually has her eyes blindfolded. She is surrounded by a brilliant aura, the one that takes the form of a mystical fire between her hands, and it is with this that she opens the veil and attracts the spirits connected to the earth. Visions of cemeteries, bones, tombs, and burial places are common, as is the perception of the veil that separates realities. If requested, she can introduce you to her kingdom as well as teach you how to work with these ghosts.

Perform meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the gates opening ritual, spill some of your blood on the sigil, and then start with the following visualization:

You are in an old cemetery, it seems forgotten, its energy is dense, it is difficult for you to breathe, the energy of the place shows that it is connected to the earth and its roots. You feel invisible presences that observe you from the shadows.

Walk a few moments, and as time passes you begin to get used to the place to its vibrations. In the distance you see a mausoleum that draws your attention, as you get closer the energy increases and a woman looks out of a vortex, she is young, with long black hair, is dressed in ceremonial attire, and her eyes they are covered by a bandage. When you get closer, she explains that she is the guardian of this kingdom and that she has power over the spirits that are tied to the earth. With a gesture, her hands are covered by a mystical fire, and the ghosts of the place begin to arrive at the command of the Goddess. At this point, let her guide you, interact with her, learn from her powers...

From now on, the journey must continue naturally and spontaneously, allowing her to show you, guide you, and teach you about the spirits that are tied to the earth. When you return from your trip, don't forget to write down all your experiences and thank them after the ritual.

-Dream ritual with the fourth gate-

I recommend that you do this ritual during the afternoon/night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the fourth door close at hand, relax your mind and your body, raise your dagger and say the following words:

In Nomine Nox!
I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Goddess of the Black Earth, guardian of the Kingdom of Shadows, I ask you to allow me to go to the Other Side, I seek to tour your kingdoms and learn their secrets.

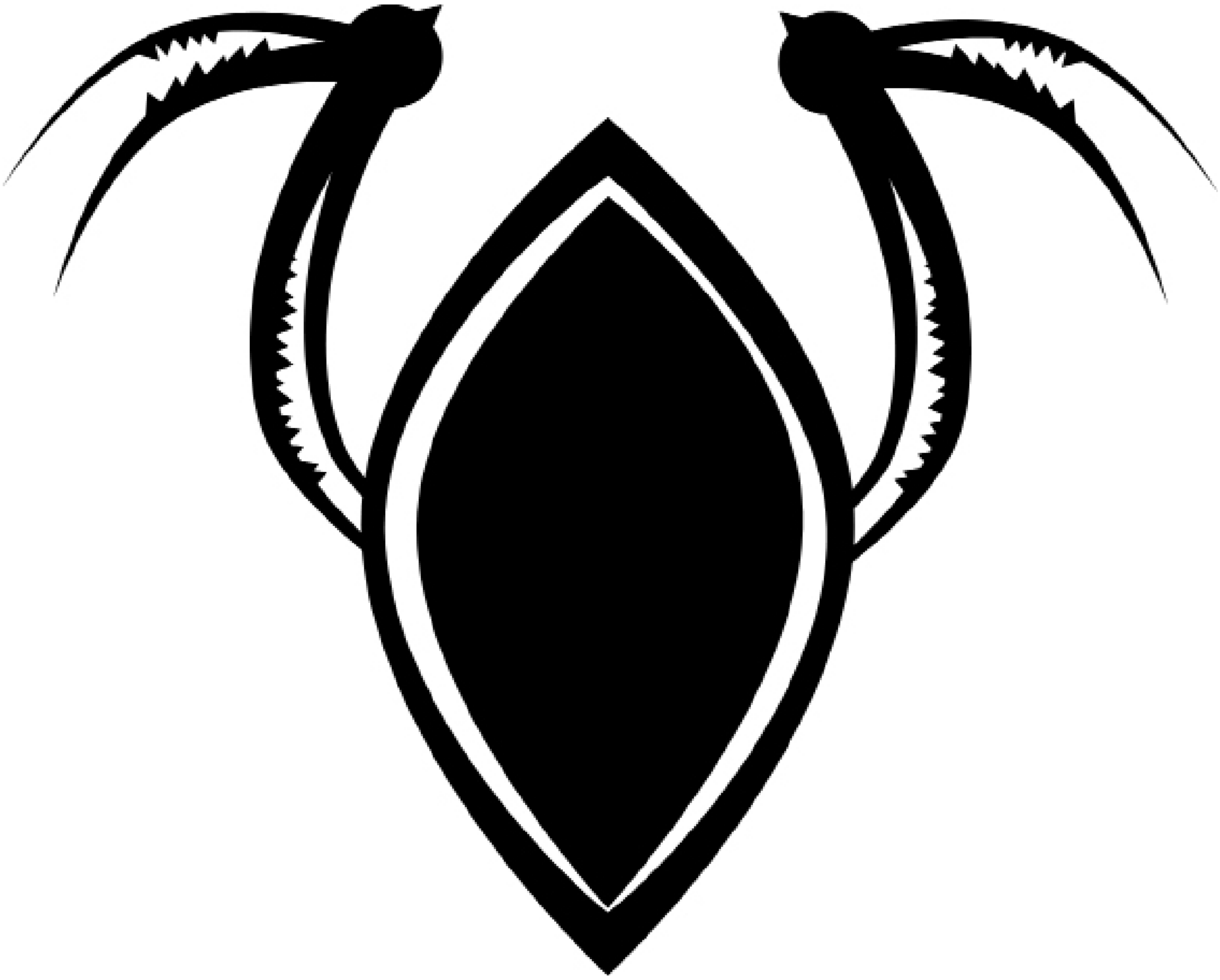
Let the beings that live there whisper their mysteries to me.
May the veil that separates the worlds be drawn once more so I can see what is there.

Let me return from this empowered journey with the knowledge about the mysteries of the ghosts of your lands.

So be it.

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the fourth kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.



-The gate to the Realms of Earth Spirits-

-The Lady of the Ghosts-

The Fifth Gate

-The Kingdom of the Crypts-

Behind the fifth gate we find another kingdom related to death, however, this one, unlike the previous one, maybe the one that takes us to our underworld. The guardian of this kingdom is the Woman in White, who takes a spectral form, with ancient clothes, white hair, and her face is either in a state of putrefaction or it just bones. She usually carries a sickle in one hand and a red rose in the other, symbolizing the power of life and death.

The energies of this door are related to Saturn, the idea of the transition of time and change from one state to another, profound changes, the symbolic or real death of a thought, a situation in the life of the traveler, etc. This death brings births too, hence the change from one state to another.

The trips to this kingdom are usually accompanied by deep reflections on our magical and worldly life, on those things that we have done, what we are doing now and what is coming later. It is possible to use these energies to produce changes in ourselves or our environment, symbolically killing obstacles and placing a seed for our projects and ideas to germinate.

The visions of this kingdom are a mixture of architectures from other times, cemeteries, tombs, passageways, and doors that lead us to the Underworld.

The guardian is always present, sometimes clearly and visibly and sometimes we are only able to feel her presence, although she is always there to guide us on our journey through her kingdom.

Perform meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the ritual of opening the gates, shed some of your blood in the sigil and then start with the following visualization:

It is night and you are standing at the entrance of an old cemetery, it seems from a remote time. You step forward and enter it, there is a scent in the air, it is narcotic and exquisite. The deeper you enter the place, the fragrance is stronger and stronger, to the point that it awakens all your astral senses. You hear old music, and you see shadows and skeletons that dance to the beat of the sound, it is a party. You keep walking, and you notice a huge mausoleum, it draws your attention and that's where you are going. You arrive at the door, and on it, the symbol of Saturn is engraved, you place your hand on it, and the door opens. The music fades away, it's just a noise behind that is no longer clear. You enter the mausoleum, the place is dark, somewhat humid, and you can smell old flowers. Notes on the floor, behind a coffin, a staircase that descends. You go there, and with each step you take, you feel like your consciousness is increasingly disconnected from your surrounding reality. With each step into the dark, your spirit is freer and freer. Finally, you get to the underground crypt, you smell the narcotic incense from before, mixed with the decomposing flowers. The place is lit by candles. You notice that there is a throne, it has several magical symbols around it, sitting is the guardian, who remains motionless, her hair is white, she wears an ancient dress, in one hand she has a sickle and in the other a rose . You approach her, you touch the sickle which cuts your hand, the blood flows and that makes the guardian come to life...

Henceforth the journey must continue naturally and spontaneously, allowing her to show you, guide, and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the fifth gate-

I recommend that you do this ritual during the afternoon/night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the fifth gate close at hand, relax your mind and your body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Lady in White, Lady of the Grave and Sickle, I ask you to open the portals to your kingdoms, as I am a shadow walker seeking to learn their secrets.

That your Saturnian lands do not keep mysteries for me, whisper the secrets of these spaces feared by man and his gods. Great Lady of Night and Death, I ask you to be my guide on this journey.

May death and its secrets be revealed to me, may the Great Lady who reigns in these lands empower me, and may my journey grant me wisdom.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness and within it a huge ancient door, the one with the engraved symbol of the fifth kingdom. Open it and go through it. What will come from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the experiences and to record everything you have experienced.

-The gate to the Kingdoms of the Crypts-

-The Lady in white-

The Sixth Gate

-The Kingdom of the Unholy Trinity-

This is a kingdom related to witchcraft, the mysteries of magic, the power of the moon, and rituals that are not written in books, but those that we learn directly from the mouth of the spirits and gods of the path. Thus, behind the door we find a guardian who assumes the form of a triple divinity, she is one and three at the same time, three women dressed in black, who protect their faces in the shadows. They mythologically remind us of different divinities in various mythologies that appear in pairs, the mysterious Moira of Greek mythology, or the Norms of Scandinavian mythology, among others.

When we travel to this kingdom the possibilities are endless since we can go in search of knowledge or inspiration for our rituals, where it is possible to return with ideas or new formulas for our magical work. It is also possible to travel there for advice, not only on spiritual matters but also on personal ones.

The visions of this kingdom are usually intense, dark, magical as if at times we were in a fairy tale, but all with a gloomier tint. Visions of forests, swamps, or wild spaces are common, as are ruins of old pagan temples filled with inscriptions in an unknown alphabet. As I mentioned before, the guardian manifests as a trio, they are three women dressed in black, whom we can barely see their faces,

they usually speak in unison, but in some cases, each one transmits a different message to us, although on other occasions they manifest as three women independent of each other. When we consult them about different aspects of life or seek their advice, we usually receive concrete messages, although sometimes they are somewhat cryptic and it is necessary to meditate later on their meaning. What leads us to be as punctual as possible in what we want to know, ambiguous or unclear questions, will result in confusing or complex answers to understand.

Finally, it is also possible that they empower us, that is, we can request the help of this guardian when we want an extra touch of power in our rituals, especially those that are connected with situations of daily life or that have to do with divination as with astral vision in general.

Perform meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the ritual of opening the doors, shed some of your blood in the sigil, and then start with the following visualization:

Start by observing the darkness that surrounds you, it is a huge mass of energy that envelops you. After a few moments, in this darkness, the landscape is formed, it is becoming more and more clear. The full moon illuminates the place and shines in bluish tones. You notice that you are inside a dark and thick forest, the trees are old, their branches cast shadows that look like creatures from the Other Side, you listen to the sound of birds and other animals typical of the place. You notice in the distance how some steams are spreading through the forest, almost guiding you along the path you should take. You go there, you go into the fumes and you notice a great ruin, they are those of an ancient pagan temple.

There are different ritual objects everywhere, there are inscriptions on the walls as on the floor, it is an alphabet that is not known to you. In the middle of the place three women wait for you, they are tall, they wear black ceremonial robes, those with different inscriptions embroidered, their faces are covered and they are barely visible. The three in unison whisper your magical name, inviting you to come closer and ask your questions...

Henceforth, the journey must continue naturally and spontaneously, allowing them to show you, guide, and teach you about their kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the sixth gate-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the sixth door close at hand, relax your mind and your body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

***Lady of the three faces, of magic and mysteries,
Guardian of ancient temples, full of magic and power,
Custody of the Black Flame, I ask you to open the portals to your kingdoms and let me enter them.***

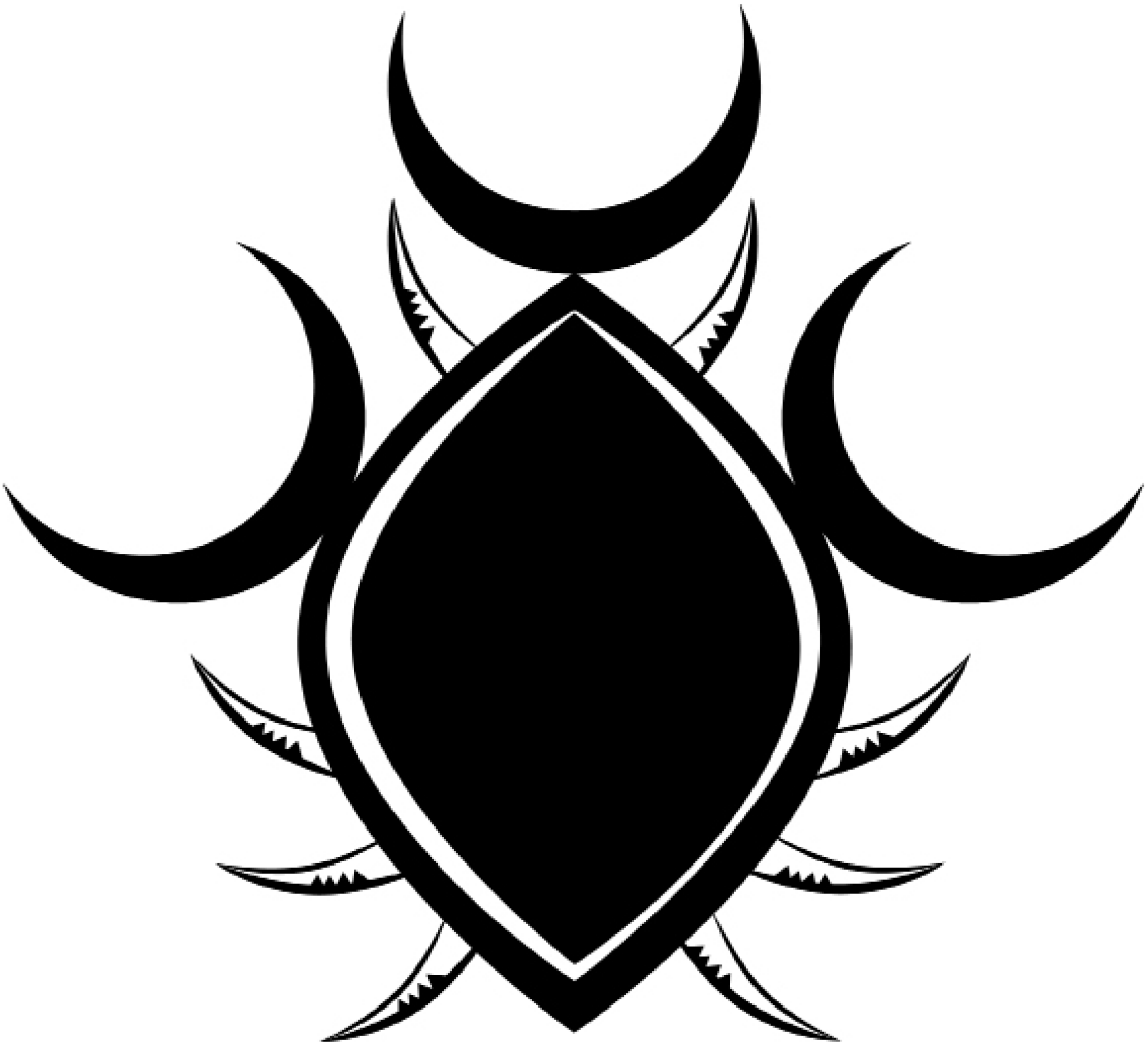
Show me the mysteries of arcane magic, and be my guide in your temples.

I seek your wisdom, your magic, and your power,
Lady of the three faces, be my guide on this journey.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye, the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the sixth kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the experiences and to record everything you have experienced.



-The gate to the Kingdoms of the Unholy Trinity-

-The Goddess of the Three Faces-

The Seventh Gate

-The Kingdom of the Astral Cobwebs-

Behind the seventh gate await the mysteries of the Dark Goddess in the form of a spider woman. This is a kingdom of toxic vapors that dissolve the veils that separate the realities, as well as interconnected passages by astral spider webs that connect different planes. It is a complex realm to understand, especially if you are not accustomed to frequently visiting the astral plane, especially regions that do not comply with linearity, these are curved spaces, with crooked angles and dark spaces.

The guardian of this kingdom is a powerful Spider Queen, a liminal figure. Her torso is that of a woman, with somewhat spectral features, while her body is that of the spider itself. She is seductive but dangerous, she is the one who teaches the use of astral poison, either to dissolve the veil that separates the worlds or to attack an enemy and leave him completely vulnerable. It is also possible to learn the power of manipulation, control, and astral hunting. Like a spider, she has power over prey, which she will control and then devour. Furthermore, it can teach us how to cross from one space of the astral to another, it can show us and doors to spaces and regions that have not been mapped, as well as awaken the power to control the state of sleep and wakefulness.

The visions of this kingdom are varied, sometimes we will find ourselves inside a large cavern, full of spider webs, bones, skulls, and decomposing remains, in other visions we can be in the middle of an infinite colored spider web silver in the middle of the void. The guardian is usually shown either as a huge spider, which guides us where we have to go or as a seductive woman, who tempts us to drink from a poison-filled chalice, which will endow us with power, allowing let us transform ourselves into the spider. She also shows herself as a liminal divinity, half a woman, half a spider, to whom we can ask for guidance, advice or to teach us those things that we should learn.

This is a complex and advanced realm at the astral level, so it may take you a while to understand how everything works there, so I recommend that you keep your mind open to the visions and experiences that you live and take your time to travel frequently and to understand the gnosis that awaits behind this door.

Do the meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the ritual of opening the gates, shed some of your blood in the sigil and then start with the following visualization:

You are standing in front of the entrance to a huge cave, it is dark and full of spider webs. Enter through it, there is a strange green light that allows you to see where you are. You notice that the floor is full of decomposing bones and corpses. The air is dense, and you notice that the air is a mixture of decomposing elements and a sweet aroma of incense. You keep walking and you reach the middle of the cavern, in front of you is the gatekeeper, a liminal creature, her torso is that of a woman with strange pale features, while her body is that of a huge spider.

She has a strange chalice in her hands, it contains the poison of the Goddess. You approach her and drink from her chalice, as the poison enters your body, the reality in which you find yourself is left behind, the consciousness of your body is extinguished, everything becomes dark. After a few moments you open your eyes and notice that your body has changed, now you are also a liminal creature with a spider body. You are in the middle of the void, perched on an infinite silver spider web. The guardian awaits you, who will now be your guide on the journey...

Henceforth the journey must continue naturally and spontaneously, allowing her to show, guide, and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the seventh gate-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the seventh door close at hand, relax your mind and your body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Mighty Spider Queen who weaves the threads between sleep and wakefulness, who possesses a deadly poison for the profane but divine nectar for the initiate.

I ask you to open the doors to your kingdoms between sleep and wakefulness and let me go through they.

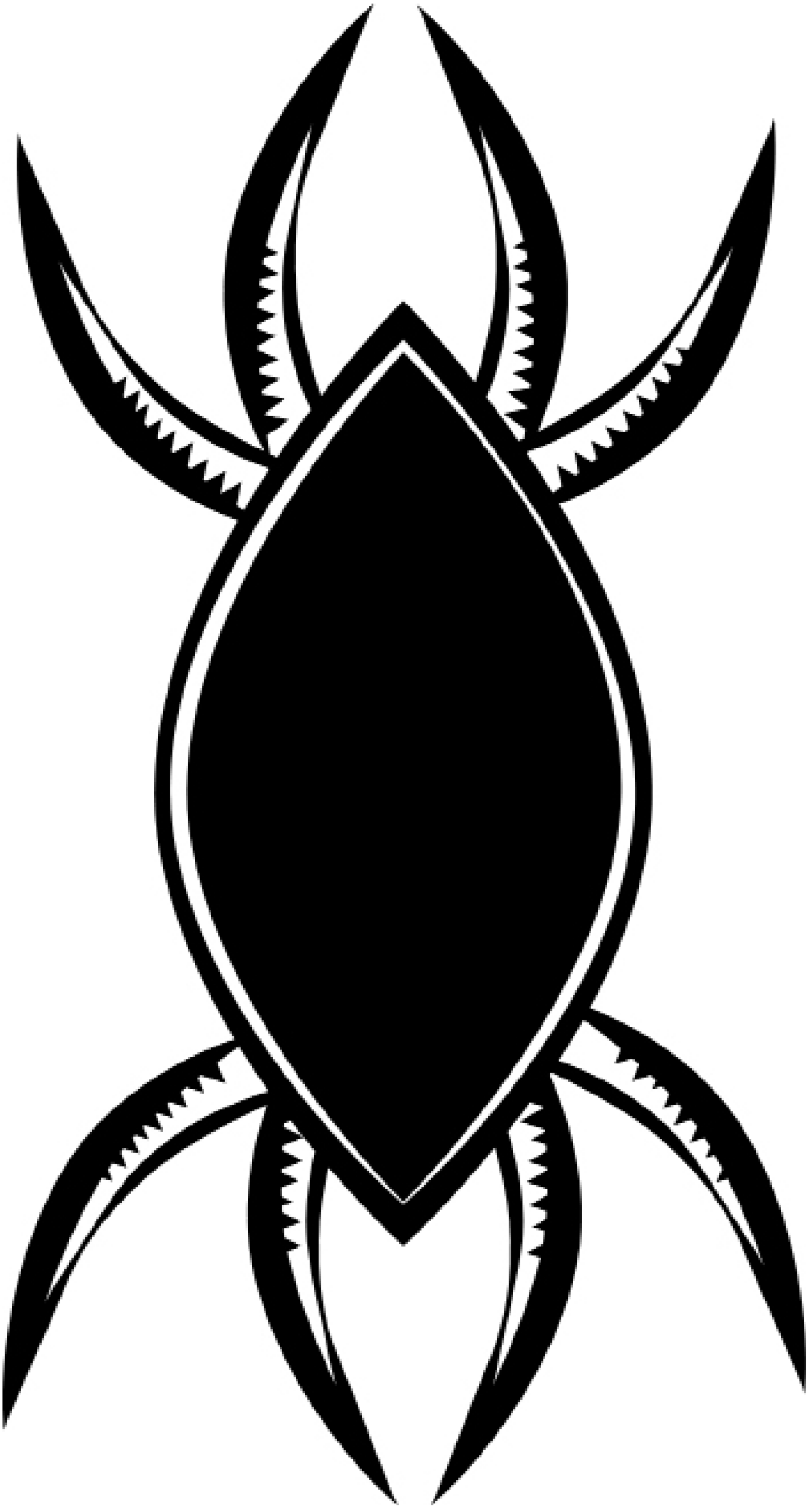
Come to welcome me like a brother and show me the secrets that these spaces hide. I am a traveler in search of your gnosis, let me get your knowledge and take me beyond space and time.

I want to return empowered and full of your arcane knowledge.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the seventh kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the experiences and to record everything you have experienced.



-The gate to the Realms of the Astral Cobwebs-

-The Spider Queen-

The Eighth Gate
-The Arcane Realms-

This is a kingdom connected with the mysteries of lost and arcane magic, those rites and ceremonies that have no connection whatsoever with all the civilizations that we know, and therefore, the gods of this magic do not belong to any pantheon or specific mythology. It is a strange and mysterious kingdom that challenges us all the time, not only to keep an open mind but also to try and discover the mysteries that we can find here.

In the visions, some elements seem to be always present, mysterious books with passages, rituals, and symbols, temples with very strange structures, crystals, inverted pyramids, vortices of energy, and ritual elements that have no resemblance to anything we have seen before. The books and papyri are written in an incomprehensible language, although if we ask the guardian to reveal their content, it is possible to understand what has been written.

The guardian of this space is a mysterious figure, she seems to come from another era, however, when we are in front of her it is as if all times will cross and converge on her. Her hair is wavy, she usually wears strange ceremonial clothing, her eyes are white, and she is usually very punctual in what she says and reveals. Many times, she leads us to a specific book or manuscript, the one that reveals a mystery, a ritual, or the way of doing certain things, such as traveling to other planes or building artifacts that extend the power of our magic.

When we tour this kingdom, we must do so with an open mind, since we may come across ideas or concepts that would seem to be typical of fantasy. On the other hand, it is necessary that each formula or ritual that we obtain, before giving it as valid, we try it, only in this way can we attest to its results.

Do the meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the ritual of opening the gates, shed some of your blood in the sigil, and then start with the following visualization:

You are in the dark of the night, in front of you, there is a strange portal formed by stones with inscriptions that you cannot understand. A huge vortex begins to emerge from the portal, it is violet and black. You are absorbed by it. Right now you feel like you're traveling at high speed through a kind of a whirlwind of energy. After a few moments you find yourself standing in what would be an open-air temple, the place is something unique, you have never seen anything like it, the columns are made of strange glass, some pyramids float and the sky is covered with stars that shine with a strange intensity. Walk around the place, see what's there. After a few moments you see a glass altar, it has the shape of a triangle, and floating on it is an old book. You look at it and touch it when you do, the book opens and the guardian appears in front of you. A strange woman dressed in ritual robes, her eyes are white but piercing. She offers her guide...

From now on, the journey must continue naturally and spontaneously, allowing her to show you, guide, and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the eighth gate-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the eighth gate close at hand, relax your mind and body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Lady of Mysteries and Magic, of the Arcane Secrets, I ask you to be auspicious and allow me to enter your kingdoms.

I seek the knowledge of the forbidden rites, those forgotten by man, and that you are the guardian of their secrets.

Teach me to read the characters in your Arcane Book, the one that contains the ancient magic rites.

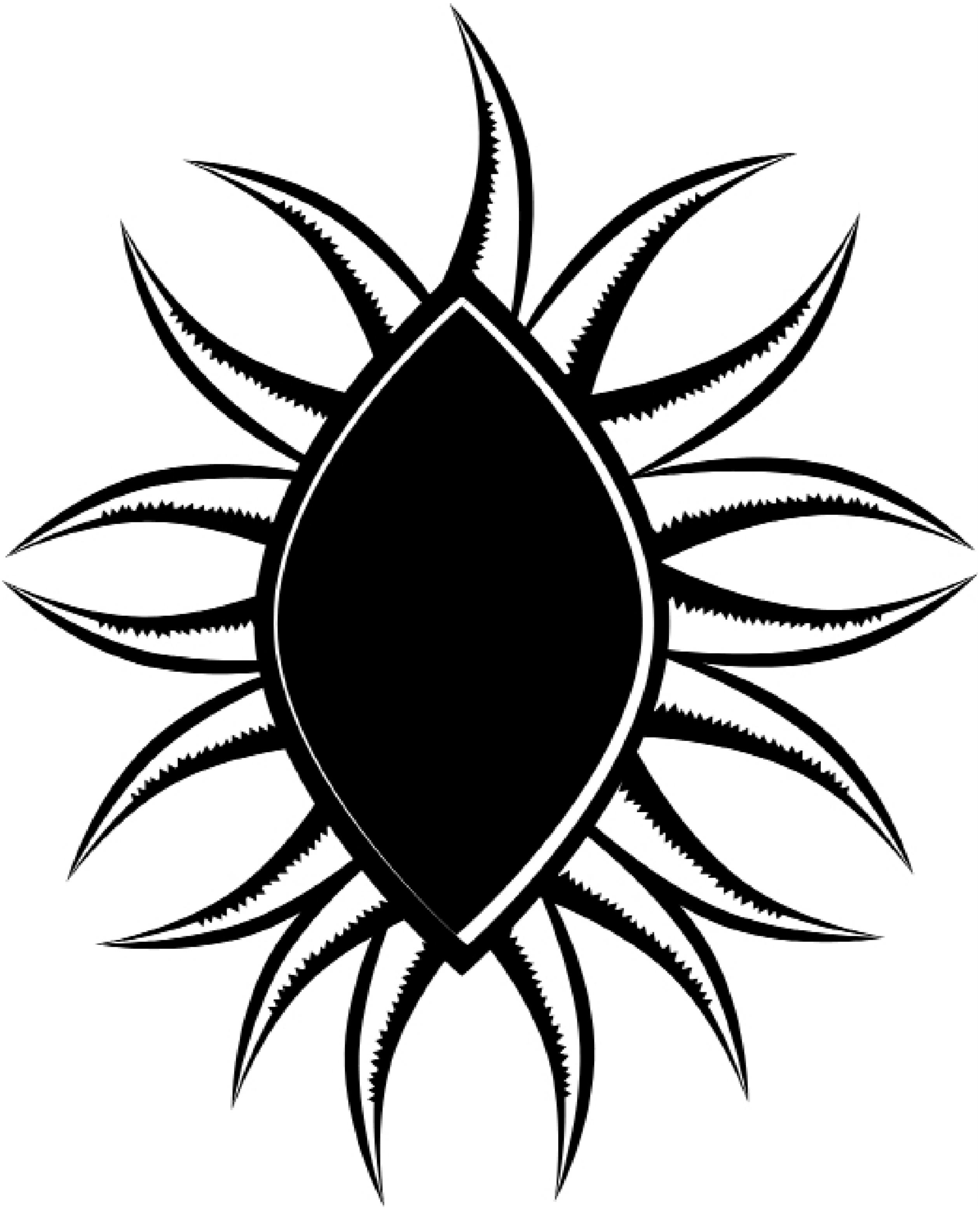
Lady of magic assists me on this journey.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep.

Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the eighth kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the experiences and to record everything you have experienced.



-The gate to the Arcane Kingdoms-

-The Guardian of Arcane Knowledge-

The Ninth Gate
-The Scarlet Cavern Realm-

The next kingdom is the land of dark fantasies, of the mysteries of the moon, of night creatures, vampires, succubi and incubi, imagination, astral, and sex. At some point, it is possible to compare this space with the Qlipha Gamaliel in the Tree of Shadows.

This is a space where our fantasies take shape, and it is possible to learn the use and power of the imagination so that it manifests itself on the material plane. For each traveler, this kingdom is shown differently since much of what we live here will have to do with deep aspects of our self. However, some elements are proper to this kingdom and that usually appears in most cases. Because this is a land that has to do with imagination and dreams, the visions can be of complete pleasure or it can take the form of dark nightmares. When the visions are more pleasant, the kingdom usually takes the form of an outdoor landscape, a meadow lit by the full moon, there are creatures on the other side who advise us and guide us on our journey. The guardian appears as a beautiful red-faced woman, with a white complexion, hair red as fire, she usually appears naked and ready to give us her guide. Whereas when the kingdom becomes a space connected to nightmares, the moon is usually tinted red, we tend to have visions of wet caverns, there are vermin, shadows, incubi and succubi thirsty and lurking. The guardian changes to have demonic features, usually has wings, wears suggestive clothing, and is much more imperative and savage in her guidance.

In any case, it is common to experience both aspects of this kingdom, since they are two sides of the same coin. So open your mind, experiment, and seek to empower yourself on this journey of fantasies, dreams, and nightmares.

Perform meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the gate opening ritual, spill some of your blood on the sigil, and then start with the following visualization:

Your vision begins in a beautiful meadow, it is night, the full moon illuminates the place, you are in a land that looks like a fairy tale. You notice that it is a space connected to sleep. The spirits of the earth surround you, with whom you can interact and ask for advice. Absorb the energy of the place and enjoy what you are experiencing. After a few moments, your meditation is interrupted by a whisper that the wind brings, the one that says your name. In the distance you notice that there is an entrance to a cavern, the place seems hostile, the vegetation seems dead, it is like another reality, divided by an invisible curtain. However, the desire to explore what it is is very strong, you decide to follow the whisper. You walk there and you notice that with each step you take, the magical space in which you found yourself is losing its color, the vegetation is drying up, the moon is dyeing a crimson color, the scene changes, now everything is gloomy, you feel watched, you hear whispers. You go to the cave, you enter it, the place is humid, there is a smell of blood, but this does not stop you. You go ahead and you reach the center of the cavern, waiting for you is a beautiful red-haired woman, she is semi-naked, she has reptile wings on her back, she extends her hand to you and tells you that she will be your guide in the world of the dreams and nightmares...

From now on, the journey must continue naturally and spontaneously, allowing her to show you and guide you and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the ninth gate-

I recommend that you do this ritual during the afternoon/night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the ninth gate close at hand, relax your mind and body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Lady of the Bloody Moon, of dreams and fantasies,

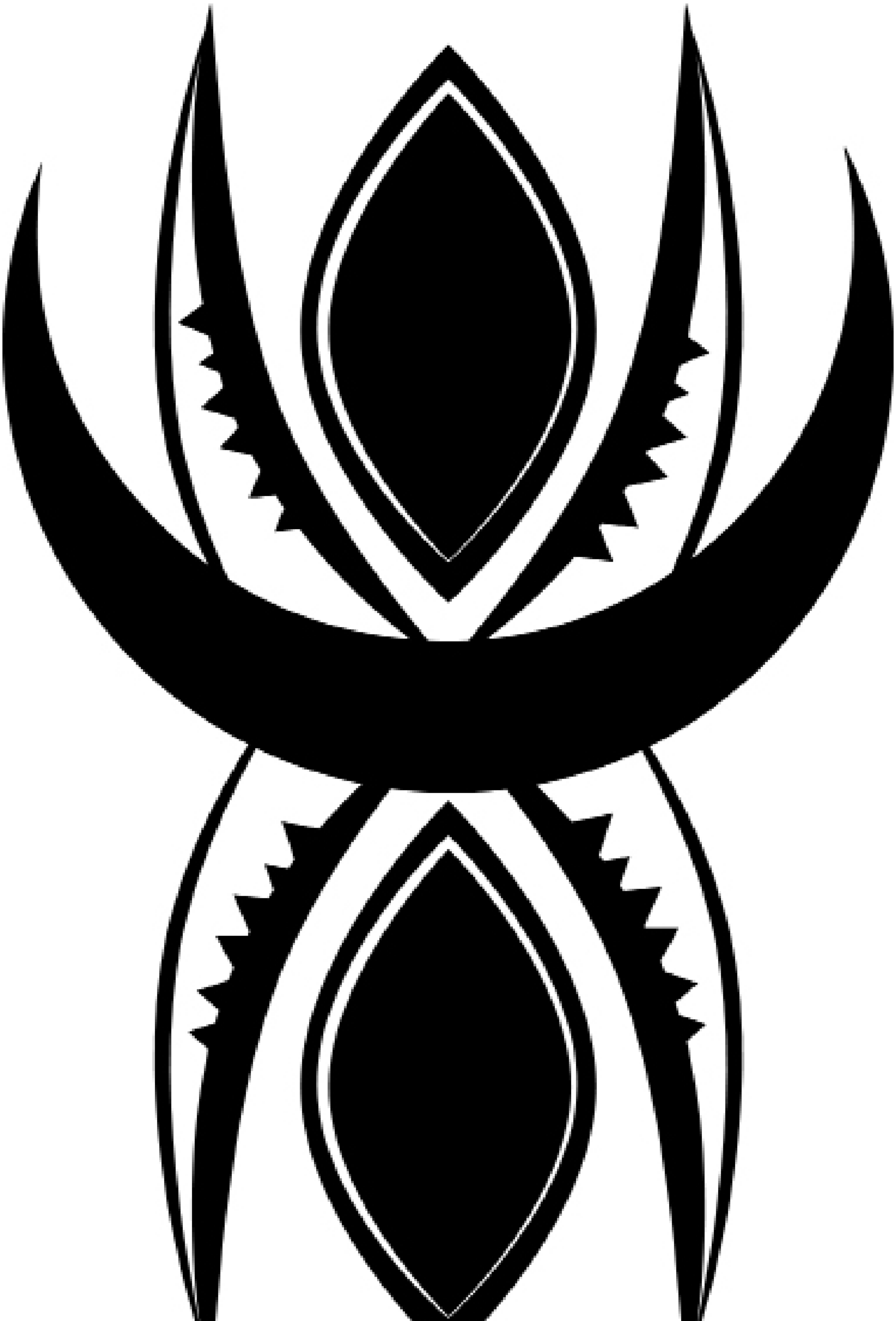
From Nightmares and Night Delights, I ask you to open the doors to your astral realms, let me enter them, and taste the fruits of your Forbidden Garden.

Take my spirit through your kingdoms, between sleep and wakefulness, empower my journey, the great guardian of the astral temples, and allow me to return full of your gnosis.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the ninth kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.



-The gate to the Scarlet Cavern Realms-

-The Scarlet Lady-

The Tenth Gate

-The Cosmic Realms-

Behind this door we find a kingdom of transformation and movement, here it is possible to unveil the mysteries of life, death, and spiritual rebirth. Sometimes this is a gloomy and dark kingdom, while others it is colorful and bright. Each vision and experience has a unique meaning, and who guides us to discover this journey is the guardian of this kingdom. She, who at some point reminds us of the legendary Goddess Kali, is the Cosmic Dancer, who through her dances builds and it destroys those things which allow us to go beyond our consciousness and access hidden aspects of ourselves, on a journey of death and spiritual rebirth.

The guardian of this kingdom is usually shown as an exotic woman, dressed in Middle Eastern clothes, similar to those of an odalisque. She wears a tulle that covers her face, which indicates that she keeps hidden mysteries and knowledge, she usually dances around the traveler, producing a total change in his consciousness, and the visions begin to appear. Sometimes she has four arms and her features are more demonic, although this usually happens at the end of the process that we do in this kingdom. Other experiences include visions of deserts, crematoriums, ancient cemeteries, experiences with vortices leading to emptiness, and rites of initiation, death, and rebirth.

Perform meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the door opening ritual, spill some of your blood on the sigil, and then start with the following visualization:

It is night, you are in a huge desert, there are animal and human bones everywhere, there are candles that light a path, follow this road. You walk a few moments and see the silhouette of a woman with four arms, she is on her back, waiting. You approach her, she turns around and you notice that her face is covered by a veil, of which you can only see her eyes. Without saying a word, from a skull it takes blood and begins to draw different symbols on your body. You notice at that moment that time has passed and that you are paralyzed and naked in front of the guardian. Two snakes begin to ascend your spine, one is red and the other is black, they intertwine with each other as they rise, awakening each of your chakras. Frantic drum sounds are heard, and the guardian begins to dance around you, everything seems to be spinning, the experience is powerful and intriguing. When the snakes finally reach the last chakra, the one above your head, a vortex opens. The guardian invites you to cross it with her, to release all your hidden potential, to enter emptiness and return reborn and empowered, she crosses the vortex and you after her...

Henceforth the journey must continue naturally and spontaneously, allowing her to show, guide, and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the tenth gate-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and have the sigil of the tenth door close at hand, relax your mind and body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

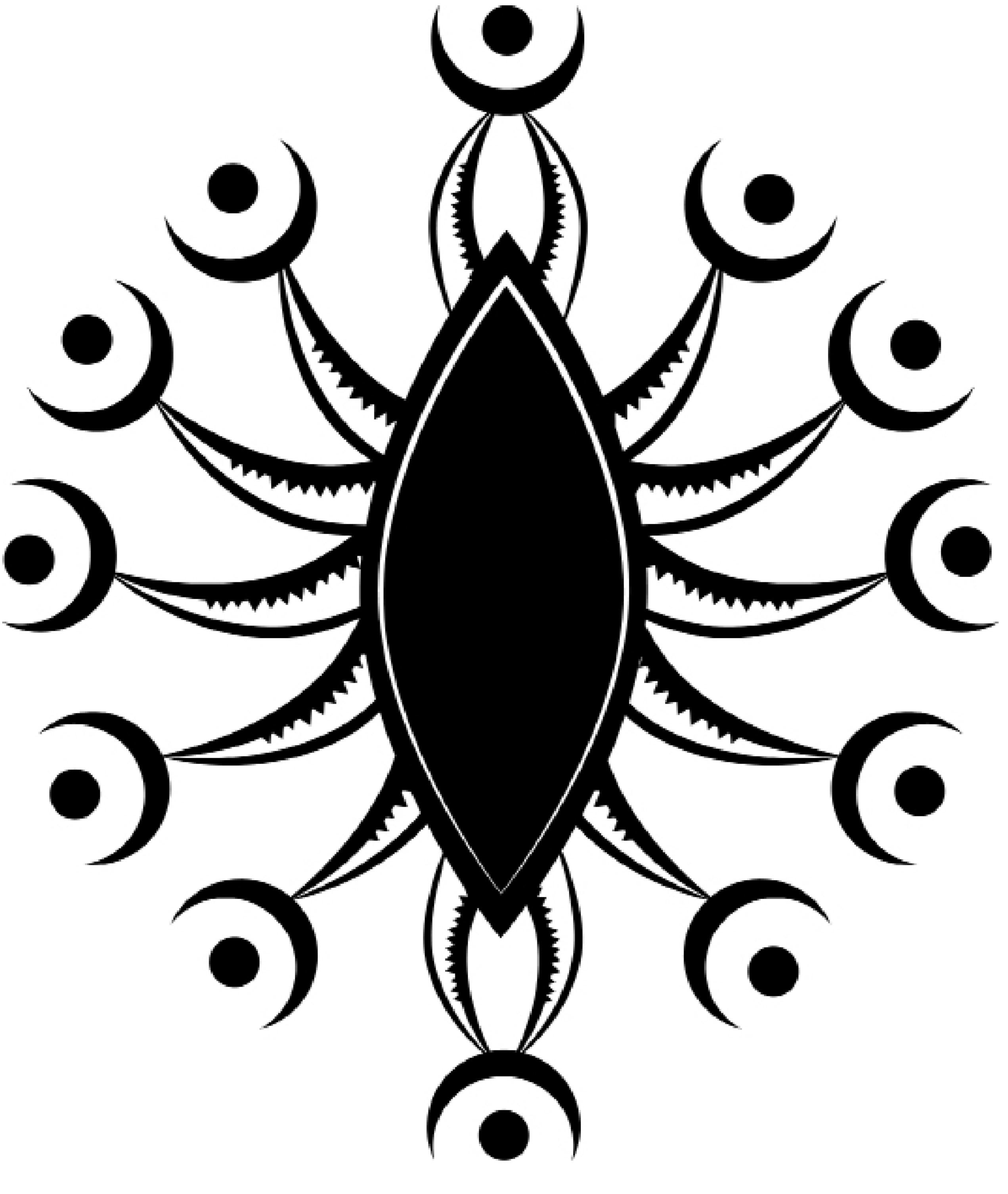
Cosmic dancer, who has the power to build and destroy, to give life and rebirth,

Guardian of the gate which leads to the void, I ask you to come and guide me on this journey, once again I ask you to cross together through the portals to emptiness, and dance in the world of dreams your cosmic dance.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the tenth kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the experiences and to record everything you have experienced.



-The gate to the Cosmic Realms-

-The Cosmic Dancer-

The Eleventh Gate
-The Realms of the Black Forest-

This is the realm of the black forests, a land where we find magic and power, like rituals led by the guardian of this portal who takes the form of an old witch. This is usually a dark place, and in visions, they often seem like a macabre fairy tale. Here the traveler can come to learn the *"Via Nocturna"* the journey of the spirit to the Sabbat, the rites of witchcraft that are not in the books but are those that the spirits of the earth and the underworld whisper.

The guardian is usually shown as a very old woman, dressed in rags or completely naked, she appears in the middle of this dark forest, she usually has a hoarse voice, and her gaze is penetrating and sinister. She is a wise woman, to whom we can consult on any subject related to magic and its practices. After working with this door, one often comes back inspired and interested in the old arts of dark witchcraft.

This is a dark realm, full of shadows, elemental spirits, forests that seem haunted, etc. it is common to feel that we are inside a dark fantasy film. The guardian usually takes the form of the legendary Night Witch, a figure who appears in folklore from many countries around the world, who has an infinite number of names, but who is the old wise woman that knows the secrets of elemental magic, who can heal with an enchantment or produce the worst hex.

Approach this journey with an open mind, because behind this door there are many secrets to discover.

Perform this meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the gate opening ritual, spill some of your blood on the sigil, and then start with the following visualization:

It is night, there is no moon in the sky, and you are at the entrance of a dark forest. The trees are ancient, their branches are long and seem to have life, the atmosphere of the place is strange, it is magical and threatening at the same time. However, this is not an impediment and you venture into the black forest. You look around and you can only see trees, you no longer see the place where you entered. You take a few more steps, and you notice that a fire is burning, you go there. When you arrive, you see sitting on a rock there is an old woman, she wears ragged clothes and has the classic description of a witch. She invites you to sit across from her and asks if you want to learn the mysteries of the Night Way. If your answer is yes, the journey begins...

From now on, the journey must continue naturally and spontaneously, allowing her to show you and guide you and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the tenth door-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and have the sigil of the eleventh door at hand, relax your mind and your body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

}Night Witch, Old Woman, and Harpy, Guadiana of the Black Forest,

I ask you to assist me and guide me along the Via Nocturna,

In this trip to the world of Dreams, I seek to reach your knowledge, your magic, and your power,

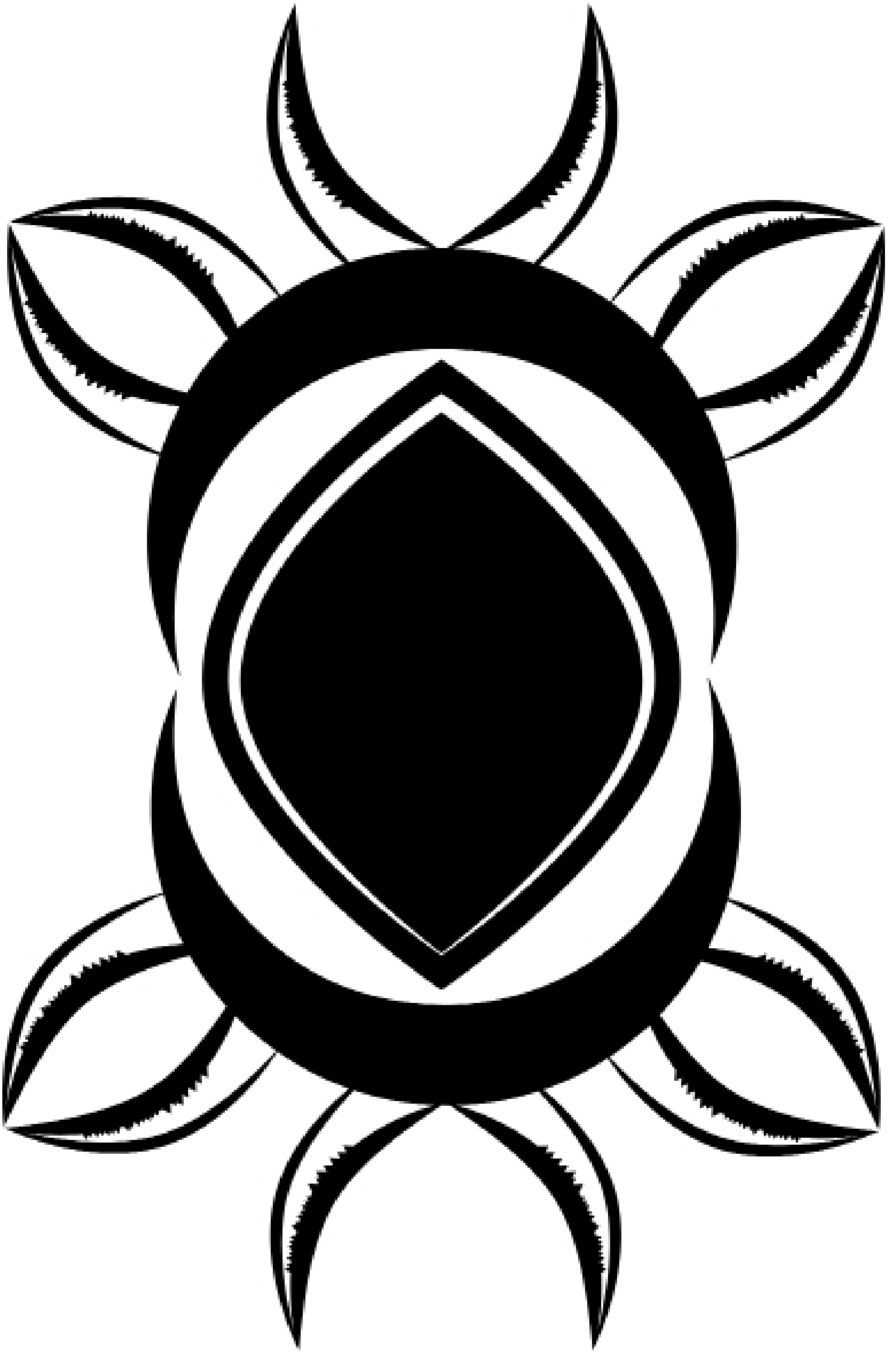
Great Witch, let's fly together at night, in spirit I will find you, at the crossroads of worlds and dimensions.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness,

and within it a huge ancient door, the one that has engraved the symbol of the eleventh kingdom. Open it and go through it. What will happen from here is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.



-The gate to the Black Forest Realms-

-The Old Woman in the Forest-

The Twelfth Gate
-Ophidic Realms-

This is an ophidic kingdom, of underground caverns, passageways, and underground temples illuminated by strange greenish colors and toxic vapors. A space that seems to extend infinitely, that when we enter through a door we find infinite possibilities. Astral fumes make us dizzy but elevate our spirits allowing our consciousness to travel further. This is a kingdom that every time we visit something new we find.

The guardian of the kingdom is a huge snake woman, with a cold and penetrating gaze, who commands respect just by seeing her. Your guidance is essential if we do not want to lose ourselves in your astral lands. As a serpent woman, she has the power over astral poison, as well as teaches manipulation through her gaze. Its poison, when we absorb it astrally, can allow us to disintegrate the veils that separate realities, which makes the connection or the trip to the Other Side much simpler, as we can also make use of it within offensive magic against an enemy, destroying any possible protection and affecting the person, weakening his spiritual defenses to leave him as a vulnerable victim. Here we also learn to be hunters, to move stealthily, and to manipulate reality in our favor.

This is a kingdom of underground energies, of space that connects infinitely, of labyrinths that can lead us to different astral realities, and whose guardian can teach us how to navigate them and make use of what we find there for the development of our magic. and personal growth, it's just a matter of taking the time to tour and learn what's there.

Do the meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the door opening ritual, stealthily spill some of your blood, and then start with the following visualization:

You are at the entrance of an imposing ruined temple, the place is ancient, there are huge statues of snakes and winged monsters on site. You walk there for a few moments and notice an ancient stone staircase leading down. You descend step by step and the place begins to be illuminated by a strange green light, toxic vapors are rising, which begins to have an impact on your consciousness, your worldly reality is left behind, your astral senses adjust to this new place. You keep descending and you come to a majestic ritual chamber, it is minimalist, but imposing, on one of its walls there is a huge antique mirror, two candles illuminate on each side. You go to it, you see a ritual dagger on the ground, you lift it, cut off your left hand, and place it on the mirror. It begins to break, absorbing the blood, the glass becomes a vortex of dark green energy, a huge snake woman comes out of it, she is huge, imposing, with a cold and penetrating gaze, her hair is made of snakes, the that hiss, she surrounds you ready to offer you her guide.

Here your journey begins...

Henceforth, the journey must continue naturally and spontaneously, allowing her to show you and guide you and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thank after the ritual.

-Dream ritual with the twelfth gate-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and have the sigil of the twelfth door close at hand, relax your mind and body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Snake Woman, you who rule the labyrinths of the underground worlds, whose gaze hypnotizes and paralyzes, whose poison dissolves the veils that separate the world, I seek your assistance in the world of dreams, take my spirit to your underground kingdoms and allow know its magic and its secrets.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep.

Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the twelfth kingdom. Open it and go through it. What will happen from this point is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.

-The door to the Ophidic Realms-

-The Snake Woman-

The Thirteenth Gate
-The Realms of the Primal Void-

The last of the kingdoms is perhaps the most complex to describe, since here we travel to the Primordial Void, to Emptiness. It is possible to see this infinite space as a black canvas where everything and nothing exist at the same time, it is a kingdom where the duality of the universe in which we find ourselves does not exist, there are no opposites, there is no up or down, nor day or night, there is only what there is. Only through the experimentation of this space, it is possible to understand what is felt and what is lived there. It is interesting that when we travel to this kingdom we return with a feeling of enormous empowerment and an enormous understanding of the universe in its non-dual state of totality. It is a very deep metaphysical experience, comparable to certain mystical states that are reached after various initiatory processes.

The guardian of this kingdom is a woman with wings, a reptilian tail, animal legs, and a human body with clear draconian features, which reminds us of the legendary Dragon-Goddess Tiamat. It is she who will guide us in her kingdoms and from whom we must request assistance to understand our trip here since for each traveler the experience will be something unique and different.

My recommendation for this trip is that you do it with a very open mind, that you take all the time that is necessary to reach this kingdom since many times it is not simple to assimilate concepts such as emptiness or void since the experience is completely internal and mystical.

Perform meditation during the afternoon or evening, especially at times of Full or New Moon. Decorate the altar to your liking, light your space with red, black, or silver candles. Have a needle handy if you want to spill some of your blood on the symbol. When you're ready to start, relax your body and mind, perform the gate opening ritual, spill some of your blood on the sigil, and then start with the following visualization:

Observe the darkness that surrounds you, imagine that it is a huge mass of energy that penetrates your body with each inhalation you take. This strengthens you and fills you with power while making your body dense and heavy, but your spirit more and more light, to the point that it begins to rise. It rises to leave behind all known reality, even the universe we know, your spirit is beyond. You find yourself floating in outer space. After a few moments, the guardian appears, a woman with reptile wings, a human body, and an animal leg. She offers you her guide and your journey begins...

From now on, the journey must continue naturally and spontaneously, allowing her to show you and guide you and teach you about her kingdom or answer your questions. When you return from your trip, don't forget to write down all your experiences, and thanks after the ritual.

-Dream ritual with the thirteenth gate-

I recommend that you do this ritual during the afternoon/ night, where you can be calm and without interruptions. At the same time, look for the comfort to do it, since you must be lying down, it is important that during this period you do not go hot or cold or that other elements can deconcentrate you.

Light one or two candles, and keep the sigil of the thirteenth door handy, relax your mind and your body, raise your dagger and say the following words:

In Nomine Nox!

I (magic name) find myself in the liminal hour, before the door to the Realms of the Dark Goddess.

Lady of Emptiness and Void, of outer spaces and realms beyond the known, I ask you to reveal to me your mysteries in the world of dreams, take my spirit into the Primal Emptiness and allow me to experience the grace of non-duality.

So be it!

After reciting these words, you can spill some of your blood on the sigil (this is up to each traveler), then lie down, close your eyes, relax your mind and take it to the dream state, but always aware that you should not sleep. Once you are in this state of complete relaxation, where you have left your physical body behind but your mind is alert, visualize with your mind's eye the primordial darkness, and within it a huge ancient door, the one that has engraved the symbol of the thirteenth kingdom. Open it and go through it. What will happen from this point is a unique and individual experience for each traveler.

On your return, do not forget to thank for the lived experiences and to record everything you have experienced.

-The gate to the Realms of the Primal Void-

-The Dragon Goddess-

-The Ritual of the 13 Gates-

The purpose of this ritual is to connect all the energies of the kingdoms and invoke the presence of the Dark Goddess in her guardian forms, inviting them to our conscience to fill us with power and gnosis. It is a culmination ritual. If we have followed the book step by step and have carried out each of the explorations, this last ritual will allow you to close the work. There will not impede you to explore any kingdom again, although you will not have to do it in order and you can go there in search of something punctual and personal.

This is a ritual with a very powerful charge since we will be calling 13 different forces to manifest in our consciousness and we will do it at the same time. If you don't have previous experience in invocation rites, this ceremony can be a bit overwhelming, but nothing to worry about. The ideal is to carry out this ceremony on New Moon, although other moments can also be, here there are no dogmas and everything you feel you need to change from the ritual and adapt it to your vision, do it without problems.

To carry out this ritual it will be necessary for you to have the 13 sigils of the gates, which you must place on the floor in a circle, it must be large enough so that you can place yourself in the middle of it. In addition to the sigils, decorate your altar to your liking, light your temple with black, red, and silver candles, light some sweet incense, and if it is your taste, you can accompany the ceremony with some ambient music.

If you are used to doing some type of energy ascension exercise, do it sometime before the ceremony.

When you feel ready, light the candles, burn the incense, and place yourself in a comfortable position in the middle of the circle formed by the sigils, relax your mind and your body, and whenever you want, start by reciting the following words:

In Nomine Draconis!
In Nomine Nox!

I (magic name) call you and invite you, Great Lady of the Night, come to this circle and join me,

Lady of Darkness, Matrix of the Universe, you who are one but with infinite names and faces,

Bearer of wisdom, magic, and mysteries,
You who are Life and you are Death,
Come and enter this Temple of Flesh,

Fill my conscience with your gnosis, and reveal to me your arcane power.

After reciting these words, visualize how a vortex of mystical energy opens above the circle, giving way to the Dark Goddess in all her splendor, do not focus on any aspect or mask of her, allow the experience to be natural and fluid, feel its power, feel its presence in your circle. When you think it's time to move on, hold up your dagger and say:

I call the guardian of the first door, Lady of the Primordial Night, you who exist before time and before man, come, show me your mysterious face, whisper your secrets to me, empowering my magic with your mysteries.

After reciting these words, the first guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

I call the guardians of the second door, Ladies of Time, past, present and future, ladies of destiny and crossroads, who grant the gift of vision and teach the old arts. I call you to join this circle of magic and power, to be one with me.

After reciting these words, the second guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the third gate, mistress of the Abyssal Waters, mistress of the deep, stir the dark oceans of your dwelling and open the portals that lead beyond the veil. Come with your trident and tear the veils, the time has come to stir the astral waters. Come to this impious rite of magic and power, come and fill my mind with your gnosis, bless my steps on the path of the night.

After reciting these words, the third guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Come, guardian of the fourth door, mistress of ghosts, wraiths and the dead, you who lead souls, and instruct on the art of necromancy, come, join this circle of power and magic, I invite you to join my conscience and enter this temple of flesh.

After reciting these words, the fourth guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the fifth door, Lady in White, Lady of the Sickle, the one we found at the end of the road for this existence. Lady of Saturn, Lady of Night and Death, meet us in this circle, I offer you my body as your temple of flesh and my conscience as your altar, come from the Other Side and fill me with your blessing.

After reciting these words, the fifth guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the sixth gate, Lady of the Three Faces, powerful Lady of Magic, Moon, and Witchcraft, I call you to join this circle and enter this temple of flesh. I call you and ask you to light the black flame within me and bless me with the power of your arcane magic.

After reciting these words, the sixth guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the seventh gate, powerful Spider Queen who weaves the threads of destiny, whose silver threads unite worlds and dimensions. Pour over me your divine nectar, which is a poison for the profane, but an elixir for your chosen ones. Come to me and enter this temple of flesh.

After reciting these words, the seventh guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the eighth gate, mistress of mysteries and arcane magic, who owns the book containing the secrets of the forbidden rites, those who have been forgotten by man, I ask you to join this circle, I invite you to enter this temple of flesh and fill my conscience with your primordial gnosis.

After reciting these words, the eighth guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let it tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the ninth gate, you who seduce with power and knowledge, who corrupt the rectum and take it along the crooked path, the lady of the bloody moon, of delights and pleasures, I ask you to join in this circle of magic and power, enter this temple of flesh, and ignite your lust for knowledge in my conscience.

After reciting these words, the ninth guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let it tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the tenth door, cosmic dancer, you who dance bringing life and death, who is one and many at the same time, the lady of the crematoriums, the one who brings chaos and order, come to me, join this circle, enter fill my conscience, fill me with your gnosis and empower my spirit.

After reciting these words, the guardian tenth emerges from the vortex, allows the vision to come to life naturally, take your time, let it tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the eleventh gate, Harpy, the ancient witch of the night, mistress of the woods, witchcraft, the connoisseur of ancient spells and ancient magic, you who fly at night illuminated by the full moon and lead to the secret conclave of the witches, I ask you to come and join this circle, give me your magic and power and be one with me.

After reciting these words, the eleventh guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the twelfth gate, powerful snake woman, whose poison dissolves the veils, who enchants with her gaze, who raises the spirit to the spiritual planes, and teaches the art of shapeshifting, I ask you to come and join this circle, fill my mind with your gnosis and my spirit with your power.

After reciting these words, the twelfth guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. When you feel ready, pick up the dagger and say:

Guardian of the thirteenth gate, ancient dragon goddess, the lady of chaos, of the abysmal waters, life-giver, you who is the oldest among the ancients, stir the waters of primordial chaos and join me, enter this temple of flesh and lend me with your power.

After reciting these words, the thirteenth guardian emerges from the vortex, allows the vision to come to life naturally, take your time, let her tell you or inspire you in what you have to see, or know. After reciting the last words, all the guardians are around you, forming a circle. It is a moment of power and communion with the Dark Goddess with her different masks. From now on, the experience must flow naturally for each initiate, since something unique awaits us all.

-Daemon Barzai-

Daemon Barzai is a Draconian Magician. Cultist of the Great Old Ones. Esoteric Translator, Writer, Publisher and Digital Artist. Founder of *Black Tower Publishing*. Contributor to different books such as *Qliphoth Journal, The Way of the Serpent, The Rites of Lucifer, Sabbatica* among others. Author of *The Nyarlathotep Book, The Tree of the Shadows, Unholy Goddess of the Darkside, The Legacy of San Diablo, Lilith: her Rites, Masks and Manifestations, In Nomine Draconis: A Self-Initiatory Guide into Draconian Mysteries, The 13 Gates to the Realms of Dark Goddess* and Co-author of *Lilith: Goddess of Sitra Ahra and Tricksters & Adversaries of the Left-Hand Path.*

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-In Nomine Draconis:
-A Self-Initiatory guide into Draconian Mysteries-

by Daemon Barzai

This book was written as a step by step guide, for those who want to work in a self-initiatory way with the Draconian Tradition. In a theoretical and practical way, the book seeks to give a clear and modern approach to this form of magic. You will find meditations, rituals with the Cosmic Snake, Ceremonies with Primal Dragons, Rites of Evocation and Invocation, Sexual Magic, Blood Magic, Rituals with different Gods and Demons, explanations about the Qlipoth, Self-Initiatory Rite into Draconian Current and much more... This book is the result of years of working with this path and has the intention to be a clear guide for true seeker which are walking their first steps, or for those who have been working in the Sinister Path but are looking for a new approach to practical magic.

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The Nyarlathotep Book

-The Crawling Chaos-

by Daemon Barzai

Many know his name, but a few know how to work with him. Nyarlathotep: The Crawling Chaos is the messager of the Great Old Ones, an emissary between humans and the Outer Gods. He is a divinity with a thousand faces, and in this book, you find theoretical and practical explanations about how to work with him. This Grimoire has been inspired by Nyarlathotep himself. The book covers themes such as who Nyarlathotep is, invocations and evocation, the Mirror of Nitocris, the Labyrinth of Kish, the Black Tower of Koth, Rituals of Possession, the Masks of Nyarlathotep, the Black Man of the Sabbat and many more. This second edition has been re-written entirely and has a lot of new information, rituals, ceremonies, and illustrations.

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The Tree of Shadows
-Vol 1-
Lilith: The Woman of the Night

by Daemon Barzai

Tree of the Night is a self-initiatory guide for those interested in the darker side of the Qabalah. The first issue is dedicated to the first Qlipha: Lilith the Woman of the Night and the Qliphotic Tunnels: Thantifaxath, Shalicu, Qulielfi. The idea of this chapbook is show and share in a theoretical and practical way different rituals, meditations, invocation and other ceremonial methods for those who want to attune his mind and spirit with the adversarial side of the Tree. All that I have written here is part of my personal experience, something unique and inspired by the Denizen of the Dark Tree.

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The Tree of Shadows
-Vol 2-
Gamaliel: The Obscene One

by Daemon Barzai

The Tree of the Shadow is a self-initiatory guide for those interested in the darker side of the Qabalah. The second issue is dedicated to Gamaliel: The Obscene One the Qliphotic Tunnels: Raflifu, Saksaksalim, Tzuflifu and Qulielfi. But also rites to invoke and evoke the Qliphotic Rulers: Lilith: The Queen of the Night, Samael: The Dark Prince, Cain: The Dark Initiator. The idea of this chapbook is shown and share in a theoretical and practical way different rituals, meditations, invocation and other ceremonies for those who want to attune his mind and spirit with the adversarial side of the Tree. All that I have written here is part of my personal experience, something unique and inspired by the Denizen of the Dark Tree.

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The Tree of Shadows

-Vol 3-

Samael: The Poison of God

by Daemon Barzai

The Tree of the Shadow is a self-initiatory guide for those interested in the darker side of the Qabalah. The third issue is dedicated to Samael: The Poison of God and the Qliphotic Tunnels: Parfaxitas, A'ano'nin, Malkunofat. The idea of this chapbook is shown and share in a theoretical and practical way different rituals, meditations, invocation and other ceremonies for those who want to attune his mind and spirit with the adversarial side of the Tree. All that I have written here is part of my personal experience, something unique and inspired by the Denizen of the Dark Tree.

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Lilith
-Her Mask - Rites and Maniestations-

by Daemon Barzai

The Mother of the Demons and the Black Concubine, the Infernal Whore and the Temptress Serpent, the Hag of the Night and the Mother of Abortions; a Goddess and a Demoness, all of these and more Lilith is. This book covers in a practical and modern way, different ways to work with her. From rites of Invocation and Evocation to Pathworkings and Rites of Astral Exploration. If you are a modern practitioner of the Left-Hand Path and are interested in working with the Female Current, I am sure this book could inspire you in your Personal Rituals with the Goddess. In this book, you will find unique material, rituals, and illustration of the Queen of the Night.

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-Unholy Goddesses of the Darkside-

by Daemon Barzai

The Goddesses are dark feminine archetypes, dark characters that live on the dark side of the moon, they are both the dreams and the nightmares of people. They free us from boundaries and limitations, leading us to the Path of the Serpent/ Dragon, and helping us with their antinomian teachings to achieve the final freedom, that is to find Self-Deification. The Goddesses are passion and desire, but also are death, darkness, and decay. They are the primary and indomitable force of nature, the wild and irrepressible sexuality. They lead us to the Witches' Sabbat, inviting the initiate to drink from their blood, the Vinum Sabbati. They are the Universe Womb and the dark side of the subconscious.

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-The Legacy of San Diablo-

by Daemon Barzai

The Legacy of Saint Devil is a Folk form of Witchcraft which cult focuses on two figures: Saint Devil and Saint Death. Until today, this Legacy has been in the Shadows, Secret, and Hidden. However, we have the risk of lost this Legacy entirely. The intention of this book is people who are interested in this form of Witchcraft get access and continue among the sincere seekers. The Power of Saint Devil and Saint Death is absolute, endless and among the pages of this book, you will find everything that you will need to work with this powerful form of Folk Witchcraft.

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The Afro Religion
-Nación - Umbanda - Kimbanda-

by Marcelo de Bara

This book was written from a religious perspective, from my personal teachings such as Pae de Santo and what it claims is to answer questions that are only evacuated if we formally belong to the religion and are members of a "Terreiro". In this volume, you will find answers and doctrines concerning the Nation or Batuque (Cult to the Orixas), Umbanda: White and Crusade (Cult to the Caboclos) and Quimbanda (Cult to Exu and Pomba-Gira). If you are interested in learning more about the Afro-Brazilian Religion, this book will be an excellent starting point.

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-Tricksters & Adversaries of the Left-Hand Path-

Various authors

Tricksters and Adversaries is a modern approach to these two controversial figures inside the Left Hand Path Magic. The book was written by modern magicians with significant experience on the topic. The book covers in a theoretical and practical way themes such as Exu and the Quimbanda Cult - Rituals and explorations of the Mauve Zone - The God Pan and its Mysteries - Nyarlathotep and Necronomicon Current - The Infernal Kings of Hell - The Myth of the Trickster in the Folk American Lore - The God Tezcatlipoca - The Adversarial Path of the Four Angels of Prostitution and many more...If you are a modern Left Hand Path/Draconian magician or you have an interest in working with these Archetypes or learning about them, this book is for you.

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-Lilith: Goddess of Sitra Ahra-

Various authors

Lilith is one of the most well known Dark Goddesses. She's the Queen of Sitra Ahra and the Serpent who tempts men with knowledge, encouraging them to look for the Antinomian path of Self Deification. Goddess of Bloody Moon, Sacred Prostitute, and Hag of the Night. Lilith, the Goddess of a thousand masks and guises, is explored thoroughly in this book through different rituals, ceremonies, poetry, and art. This anthology has been written by various magicians of the Left-Hand Path - people with a true vocation and dedication to the road to the Red Goddess.

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